FIG. 1A

FIG. 1B

FIG. 1C

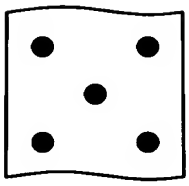
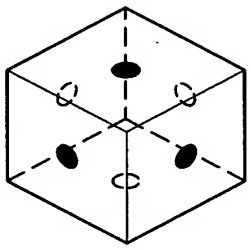
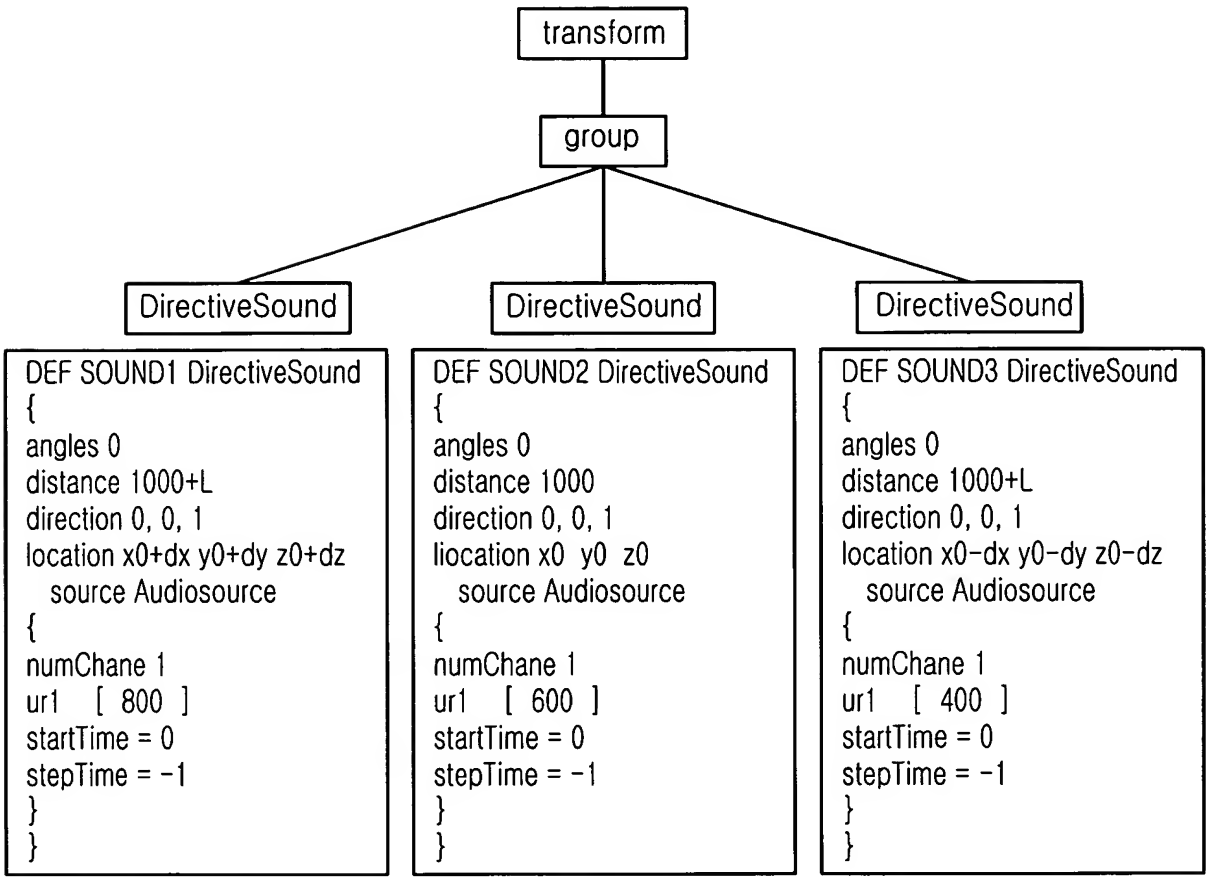


FIG. 1D



10/531632

FIG. 2



10/531632

FIG. 3

DirectiveSound {

Field	MFFloat	angles	0
Field	MFFloat	directivity	1
Field	MFFloat	frequency	[]
Field	SFFloat	speedOfSound	340
Field	SFFloat	distance	100
Field	SFBool	useAirabs	FALSE
exposedField	SFVec3f	direction	0, 0, 1
exposedField	SFFloat	intensity	1
exposedField	SFVec3f	location	0, 0, 0
exposedField	SFVec3f	sourceDimensions	0, 0, 0
exposedField	SFNode	PerceptualParameters	NULL
exposedField	SFBool	RoomEffect	FALSE
exposedField	SFBool	Spatialize	TRUE

}

FIG. 4

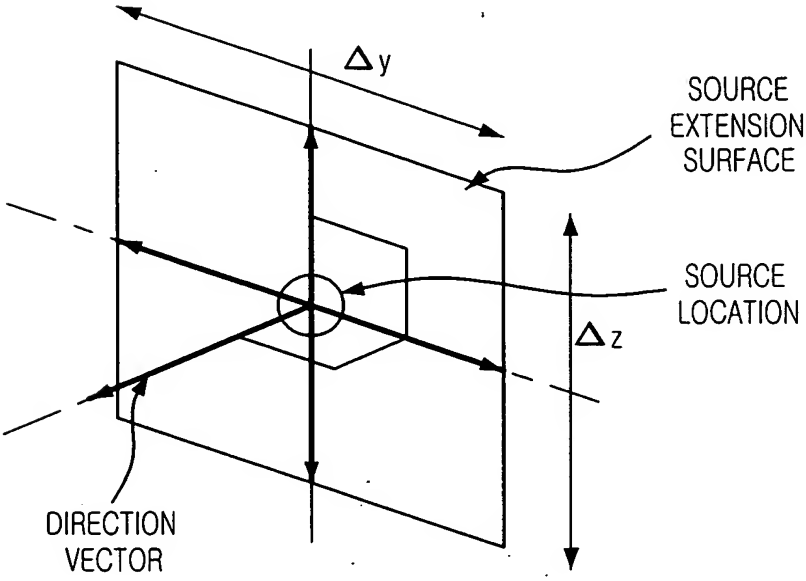


FIG. 5A

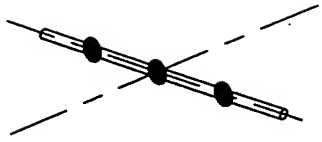


FIG. 5B

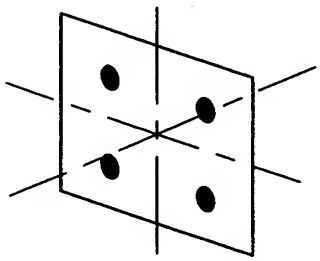
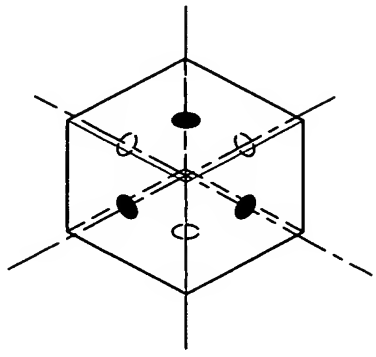



FIG. 5C